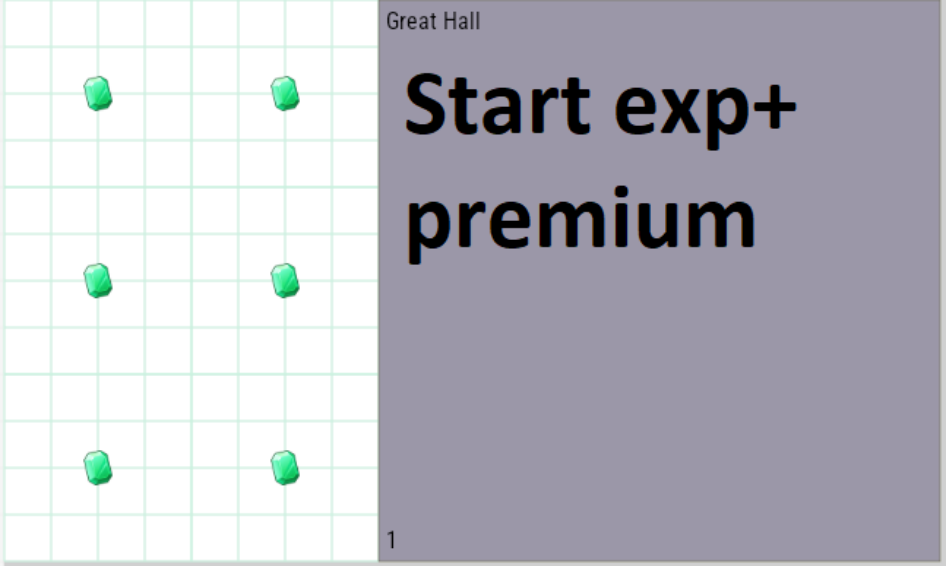
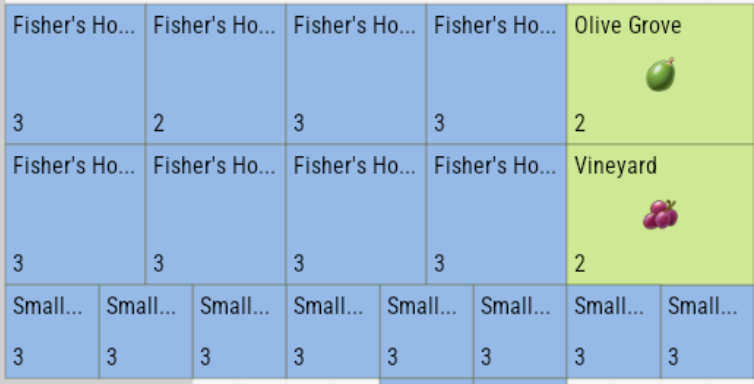

Great Hall
Start exp+
premium
1

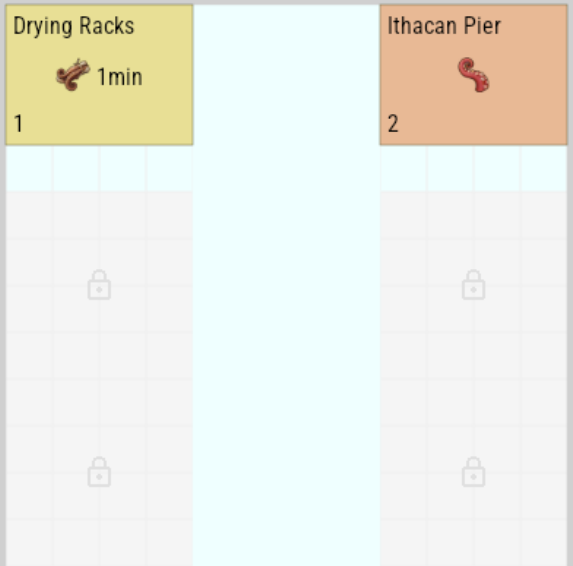
Fisher's Ho... 2	Fisher's Ho... 2	Small... 2	Great Hall 1
Fisher's Ho... 2	Fisher's Ho... 2	Small... 2	
Fisher's Ho... 2	Fisher's Ho... 2	Small... 2	
Fisher's Ho... 2	Fisher's Ho... 2	Small... 2	
Fisher's Ho... 2	Fisher's Ho... 2	Small... 2	

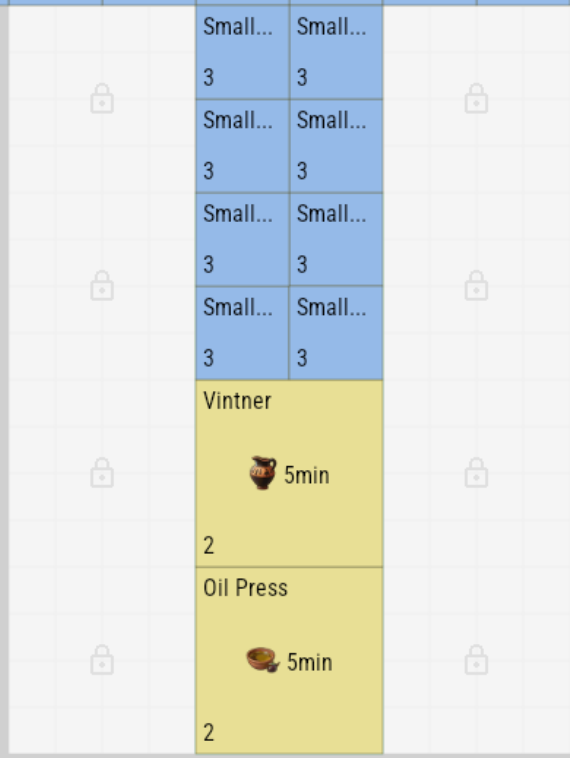
Fisher's Ho... 2	Fisher's Ho... 2	Fisher's Ho... 2	Fisher's Ho... 2	Olive Grove 2			
Fisher's Ho... 2	Fisher's Ho... 2	Fisher's Ho... 2	Fisher's Ho... 2	Vineyard 2			
Small... 2	Small... 2	Small... 2	Small... 2	Small... 2	Small... 2	Small... 2	Small... 2
				Small... 2	Small... 2		
				Small... 2	Small... 2		
				Small... 2	Small... 2		
				Small... 2	Small... 2		
				Vintner 1min 1			
				Oil Press 1min 1			

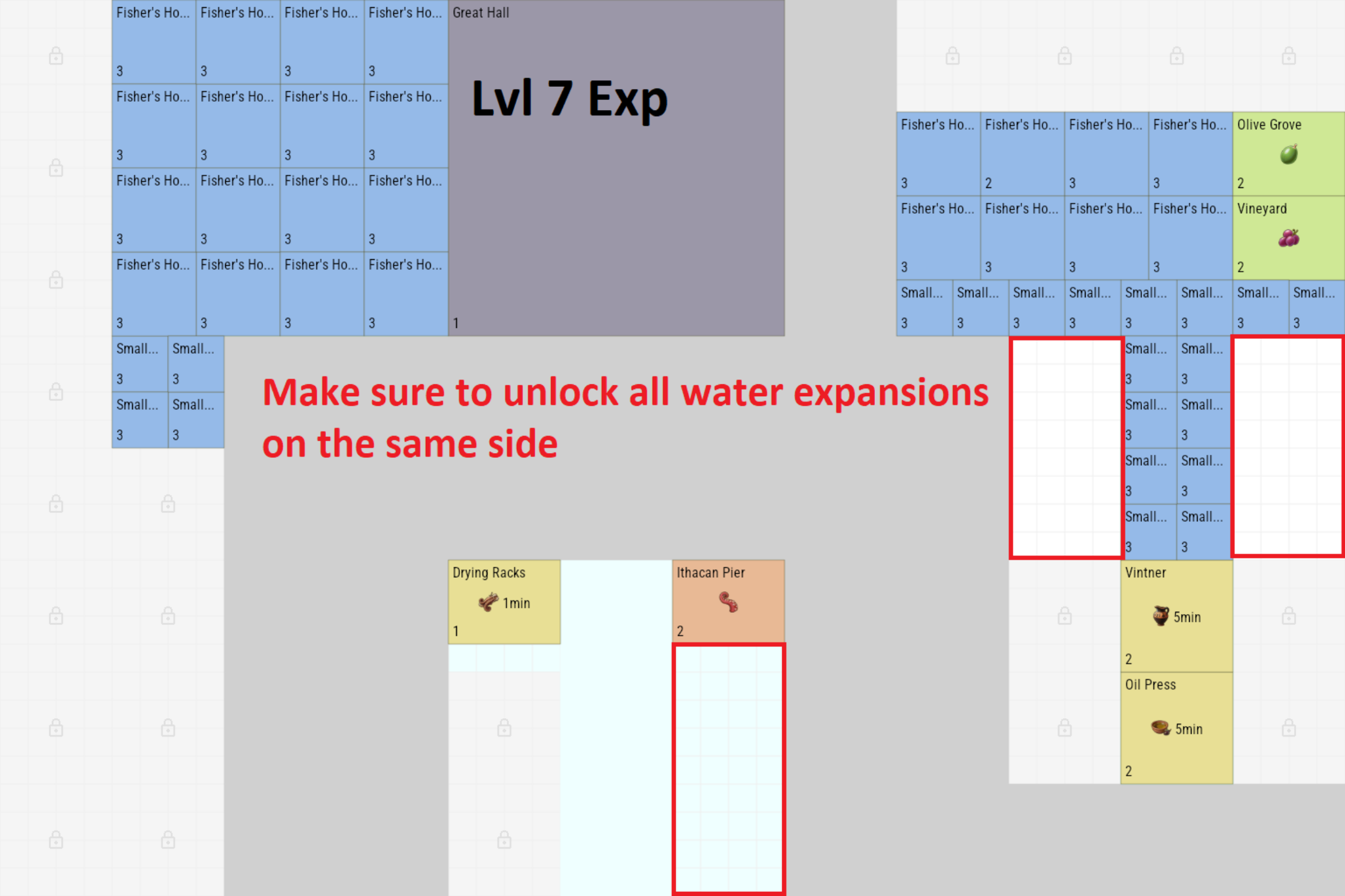
Drying Racks 1min 1		Ithacan Pier 2



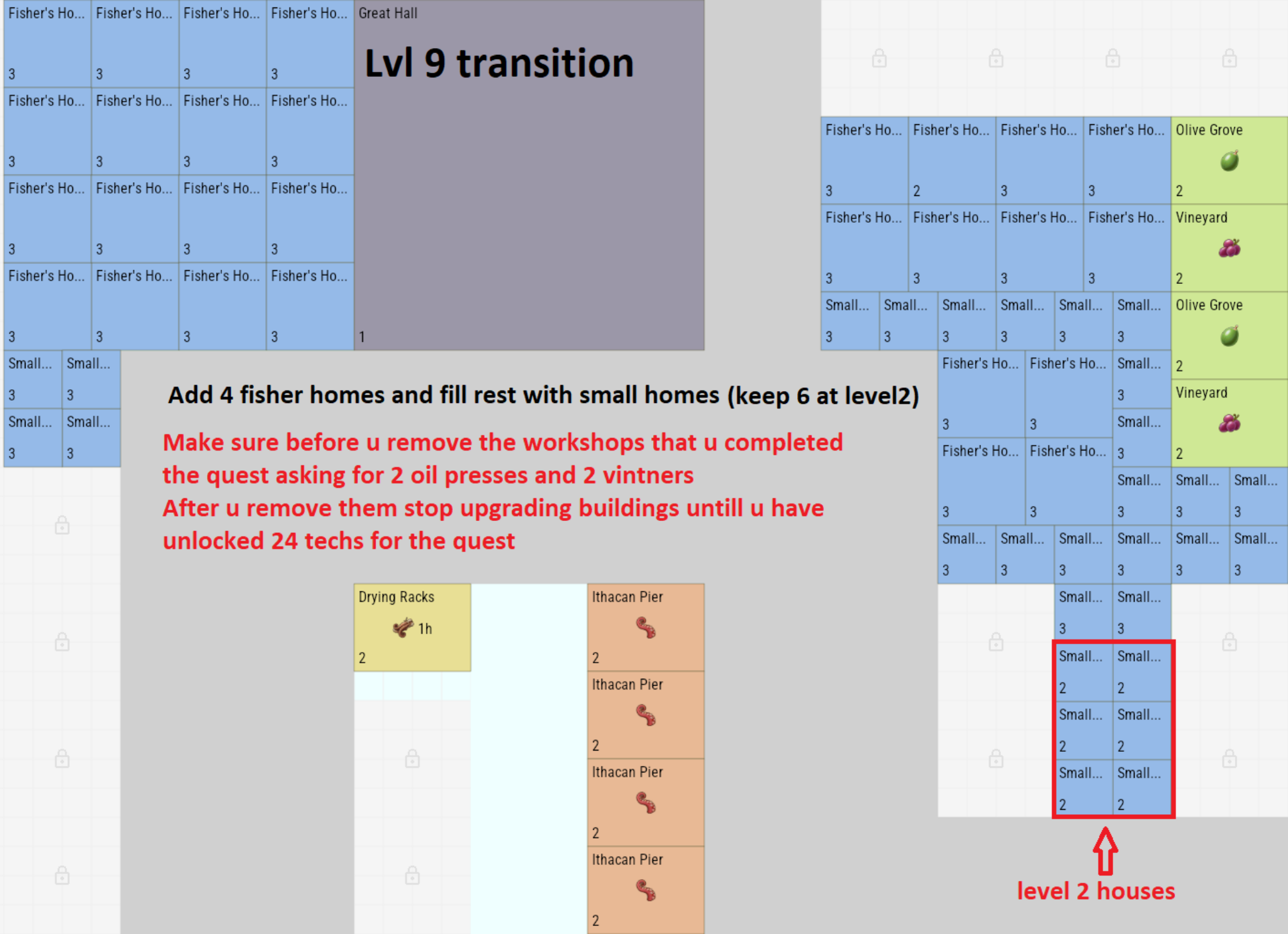
Delete 2 small houses and fill rest with fisher
Upgrade workshops to level 2 and focus on houses






Fisher's Ho... 3
Great Hall
Lvl 7 Exp
1
Small... 3
Olive Grove 2
Vineyard 2
Make sure to unlock all water expansions on the same side
Drying Racks 1min 1
Ithacan Pier 2
Vintner 5min 2
Oil Press 5min 2

Fisher's Ho... 3
Great Hall
Lvl 7 start
1
Small... 3
Olive Grove 2
Vineyard 2
Vintner 5min 2
Oil Press 5min 2
Build 2 more plantations and 2 more workshops to level 2
Upgrade wonder to level 9 then delete all 4 workshops for more houses(from 9 to 13 we get enough materials from the quest)
3 extra fishing pier
Make sure u complete the quest asking for 2 presses and 2 vintners before u delete the workshops
Drying Racks 1h 2
Ithacan Pier 2


Fisher's Ho... 3
Great Hall
Lvl 9 transition
1
Small... 3
Olive Grove 2
Vineyard 2
Add 4 fisher homes and fill rest with small homes (keep 6 at level2)
Make sure before u remove the workshops that u completed the quest asking for 2 oil presses and 2 vintners
After u remove them stop upgrading buildings untill u have unlocked 24 techs for the quest
Drying Racks 1h 2
Ithacan Pier 2
level 2 houses

Fisher's Ho... 3
Great Hall
Lvl 13 exp
1
Small... 3
Olive Grove 2
Vineyard 2
Drying Racks
1h
2
Ithacan Pier 2

Fisher's Ho... 3
Great Hall
Lvl 13 start
1
Olive Grove 2
Small... 3
Delete the 6 level 2 houses and add 3x olive grove 3x Vineyard
1. Upgrade all plantations to level 3
2. Upgrade Fisher Houses to level 4
3.Upgrade Small Houses to level 4
4. Upgrade Piers to level 3
5. Upgrade all plantations to level 4
6. Upgrade workshops to level 3 including drying racks
7. Piers to 4
8. Worksops to 4 (without Racks)
9.Fisher Houses to 5
Drying Racks 1h 2
Ithacan Pier 2
Oil Press 5min 2
Vintner 5min 2
Vineyard 2

Fisher's Ho... 3
Great Hall
Lvl 17 exp
1
Small... 3
Olive Grove 2
Vineyard 2
Oil Press 5min 2
Vintner 5min 2
Drying Racks 1h 2
Ithacan Pier 2

Lvl 17 start

Great Hall 1

Add 1 Oil Press 1 Vintner 2 Mastic 1 Olive 1 Vineyard all level 4
Add 1 Drying rack level 3 and 2 Piers level 4

1. finish Fisher houses to 5
2. Drying Racks to 4
3. Olive&Vyneyard to 5
4. Fisher Houses to 6 (only 16 of them rest we remove at 24)
5. Mastic to 5

Vintner 30min 4 | Mastic Grove 4 | Mastic Grove 4 | Olive Grove 4 | Vineyard 4

Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Olive Grove 4

Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Olive Grove 4

Small... 4 | Small... 4 | Small... 4 | Small... 4 | Small... 4 | Small... 4 | Olive Grove 4

Fisher's Ho... 5 | Fisher's Ho... 5 | Small... 4 | Olive Grove 4

Fisher's Ho... 5 | Fisher's Ho... 5 | Small... 4 | Olive Grove 4

Fisher's Ho... 5 | Fisher's Ho... 5 | Small... 4 | Olive Grove 4

Small... 4 | Small... 4 | Oil Press 30min 4 | Vineyard 4

Oil Press 30min 4 | Vineyard 4 | Vineyard 4

Vintner 30min 4 | Vineyard 4 | Vineyard 4

Small... 4 | Small... 4

Small... 4 | Small... 4

Small... 4 | Small... 4

Small... 4 | Small... 4

Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5

Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5

Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5

Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5 | Fisher's Ho... 5

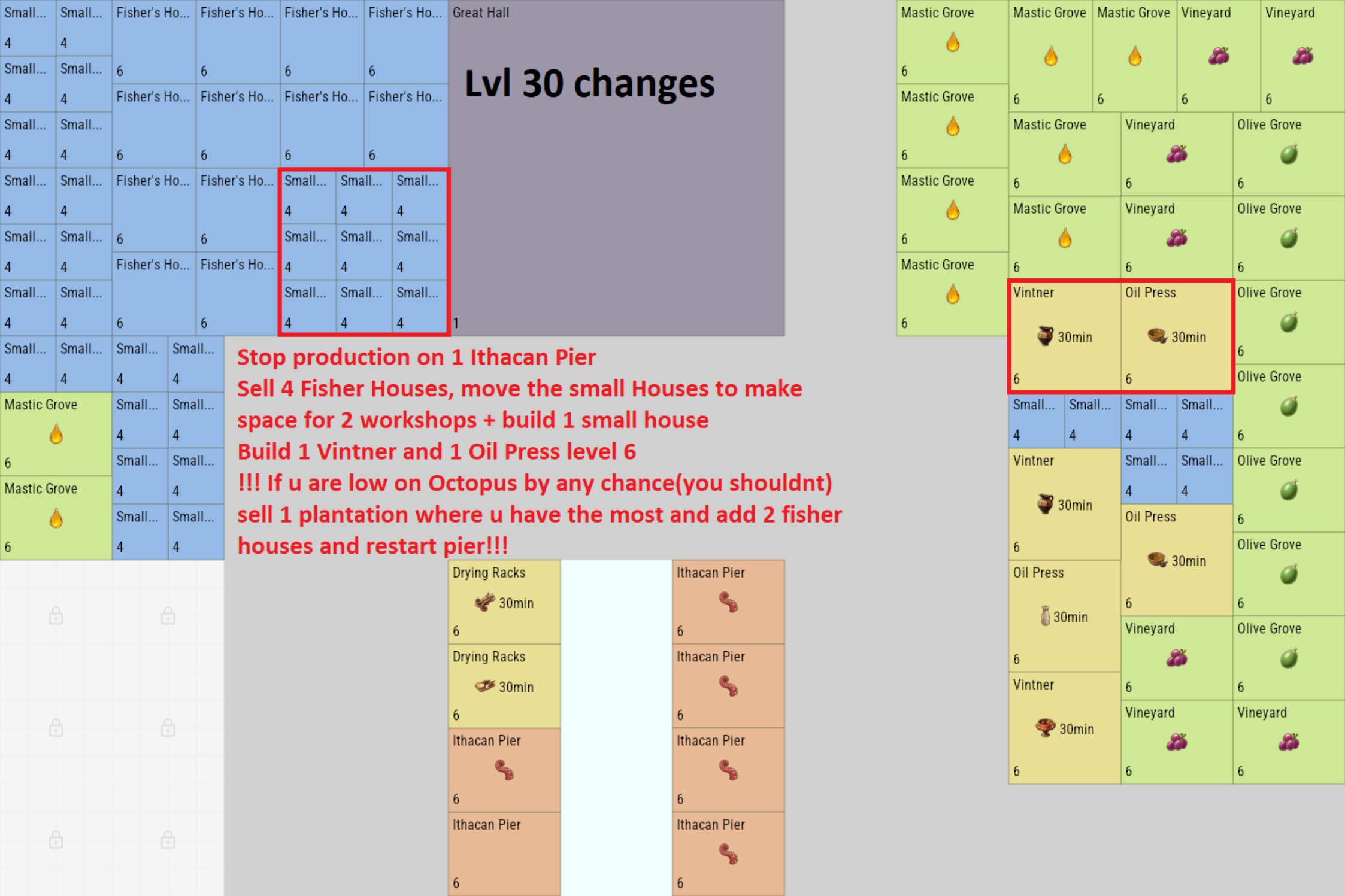
Drying Racks 2hrs 3 | Ithacan Pier 4

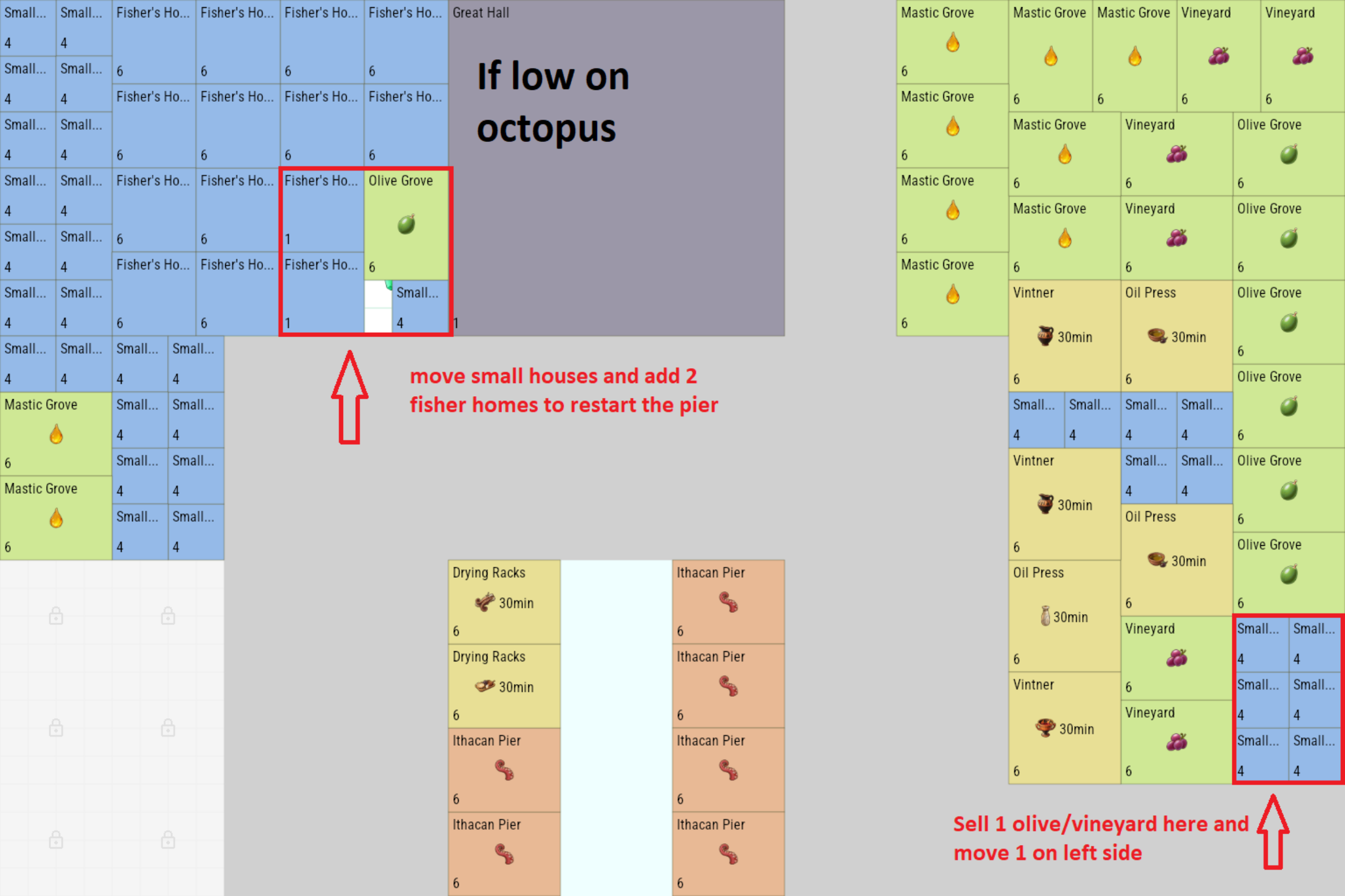
Drying Racks 2hrs 3 | Ithacan Pier 4

Ithacan Pier 4 | Ithacan Pier 4

Ithacan Pier 4 | Ithacan Pier 4

Great Hall
Lvl 24 start
1
Delete all but 1 level 5 fisher houses
Add 7 Mastic groves, 1 Olive, 1 Vineyard all level 5
Add small homes to fit the remaining space
1. Finish upgrading Mastic Groves
2. Land Workshops to 5
3. Ithacan Piers to 5
4. Olive/Vineyard to 6
5. Racks to 5
6. Workshops to 6
7. Racks to 6
8. Mastic to 6
9. Piers to 6
(when u have all piers level 5 delete the last level 5 fisher home and build and extra mastic)
Expansions
Drying Racks
2hrs
Ithacan Pier
Mastic Grove
Vineyard
Olive Grove
Vintner
30min
Oil Press
30min


Great Hall
Lvl 30 changes
Stop production on 1 Ithacan Pier
Sell 4 Fisher Houses, move the small Houses to make space for 2 workshops + build 1 small house
Build 1 Vintner and 1 Oil Press level 6
!!! If u are low on Octopus by any chance(you shouldnt) sell 1 plantation where u have the most and add 2 fisher houses and restart pier!!!
Small...
Fisher's Ho...
Mastic Grove
Vineyard
Olive Grove
Vintner
30min
Oil Press
30min
Drying Racks
30min
Ithacan Pier


Great Hall
If low on octopus
move small houses and add 2 fisher homes to restart the pier
Sell 1 olive/vineyard here and move 1 on left side